



Dying Light: “Grim Repo”

Version 1.0

Designer: Jacob Wheeler
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Document Revisions Table

Version	Description	Requestor	Date
1.0	Initial Document	Brandon Stephens	9/27/22

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Level Design Document

Level Information

Quick Summary

“Grim Repo” takes place in the slums of Haran, a fictional city in the game *Dying Light*. The player is tasked with retrieving the goods in a stolen airdrop stashed at a nearby warehouse. As a side quest, the player can search the premises to locate a scythe they were recently informed of.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	<ul style="list-style-type: none"> • 9mm Pistol • Shotgun • Machete • Scythe • Exploding Barrels
	Player Skills/Abilities	<ul style="list-style-type: none"> • Lockpicking • Interact with power switch
AI	Enemies	<ul style="list-style-type: none"> • Biters • Demolishers
Challenges	Gameplay Themes	<ul style="list-style-type: none"> • Melee / slasher / kick • Parkour • Short range firearms • Mid-range firearms
	Obstacles/Hazards	<ul style="list-style-type: none"> • Exploding Barrels • Fall Damage
Aesthetics	Setting (visual theme)	<ul style="list-style-type: none"> • Slums • Warehouse Interior • Warehouse Exterior (grass covered dirt) • Alleyway

Note: I did not want to over scope and I estimated that this level would take a new player 7 - 10 minutes to complete. Originally, I had a parking lot and small office building segment that led into the grassy area. If feedback suggests including this, I will.

Level Map(s)

Overview Map

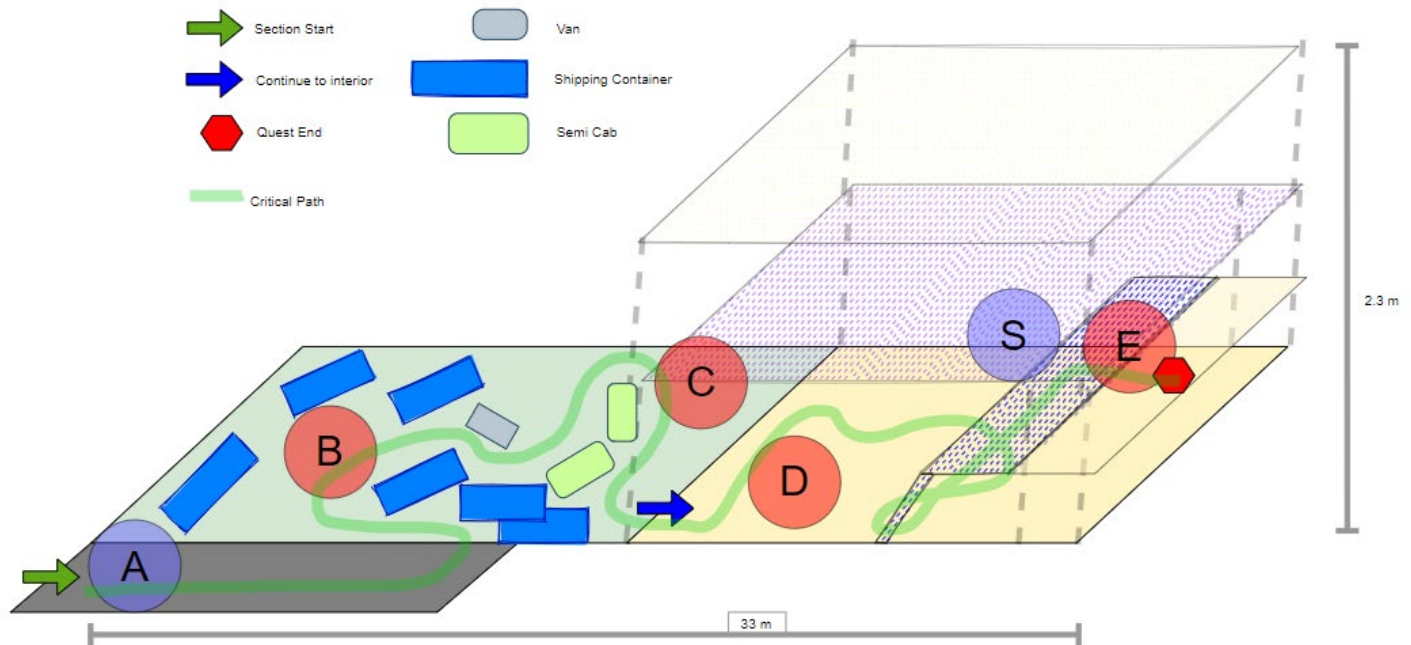


Figure 1: Overview Map

Map Label	Gameplay Summary
A	Player begins the quest in an alley way with a machete. They can collect lock picks and a pistol from the dumpsters.
B	Player enters the grassy area outside of a warehouse. The player engaged in mostly melee combat with biters while parkouring on shipping containers and a van.
C	The player is faced with a demolisher and a couple of additional biters. If they have not already activated it, the player can lure all of the enemies into the center of the grassy area and shot the exploding barrel. Cover is primarily semi-trucks and shipping containers.
D	The player finds an entrance into warehouse. Cover consists of pallets, shelving, boxes, freight, forklifts, vans, and other assorted warehouse objects. Many biters exist in this space and the player can use parkouring to their advantage. There are multiple ways for the player to climb onto the shelving or the catwalks above the shelving inside the warehouse. The player can collect a shotgun in the warehouse as well as ammo for the shotgun and the pistol. Med kits are scattered about. Opportunities exist for the player to use exploding barrels to their advantage.
E	The player activates a power switch which opens a storage unit door. A demolisher comes out of the garage. The stolen airdrop is in this unit.
S	The scythe for the side quest is inside of locked cage which can only be accessed through lockpicking.

Exterior of Warehouse

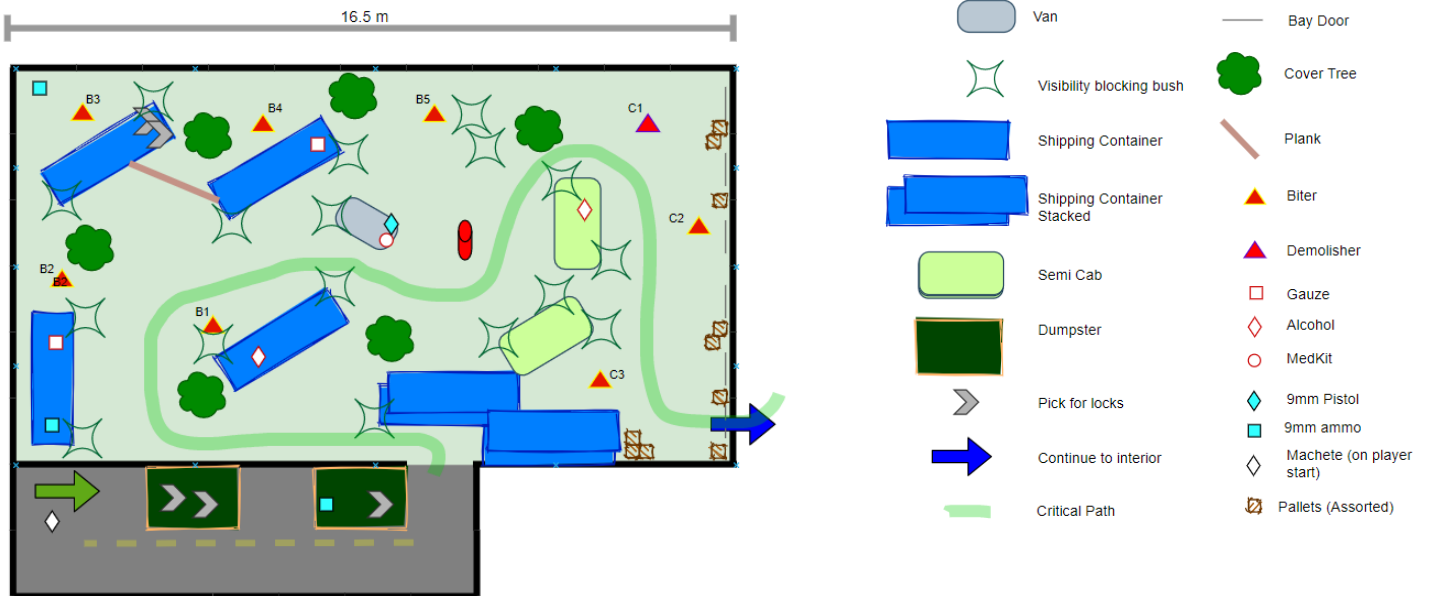


Figure 2: Exterior of Warehouse

Map Label	Event Summary	Event Details	Approx.		
			Difficulty (1-10)	Time	Wow?
B	Melee Encounter with Biters	<ul style="list-style-type: none"> Player has a machete at the start but may have acquired a pistol in the alley on the way in. The player enters the grassy area and can see the warehouse door through the shipping containers. Biters are wandering about the grassy area. (B1-B5) Tall grasses and bushes make visibility challenging, along with shipping containers. Player can parkour over some of the containers if they are not stacked. Planks provide additional platforming opportunities. Shipping containers contain gauze, alcohol, lock picks, and pistol ammo. Wow moment: exploding barrel is centered in this area; the player can use this to their advantage if they strategize. Cover is primarily shipping containers, a van, and trees. Large cover with circular flow intended for melee combat. 	3	0:10	Yes
C	Demolisher Encounter	<ul style="list-style-type: none"> Player triggers a demolisher when they near the van and 2 new biters (C2&C3). Demolisher (C1) spawns behind the semi-trucks. Semi-trucks are now additional cover or can be climbed on. If van is opened, a car alarm is triggered. There is a med kit in the van. 	5	1:30	

Interior of Warehouse

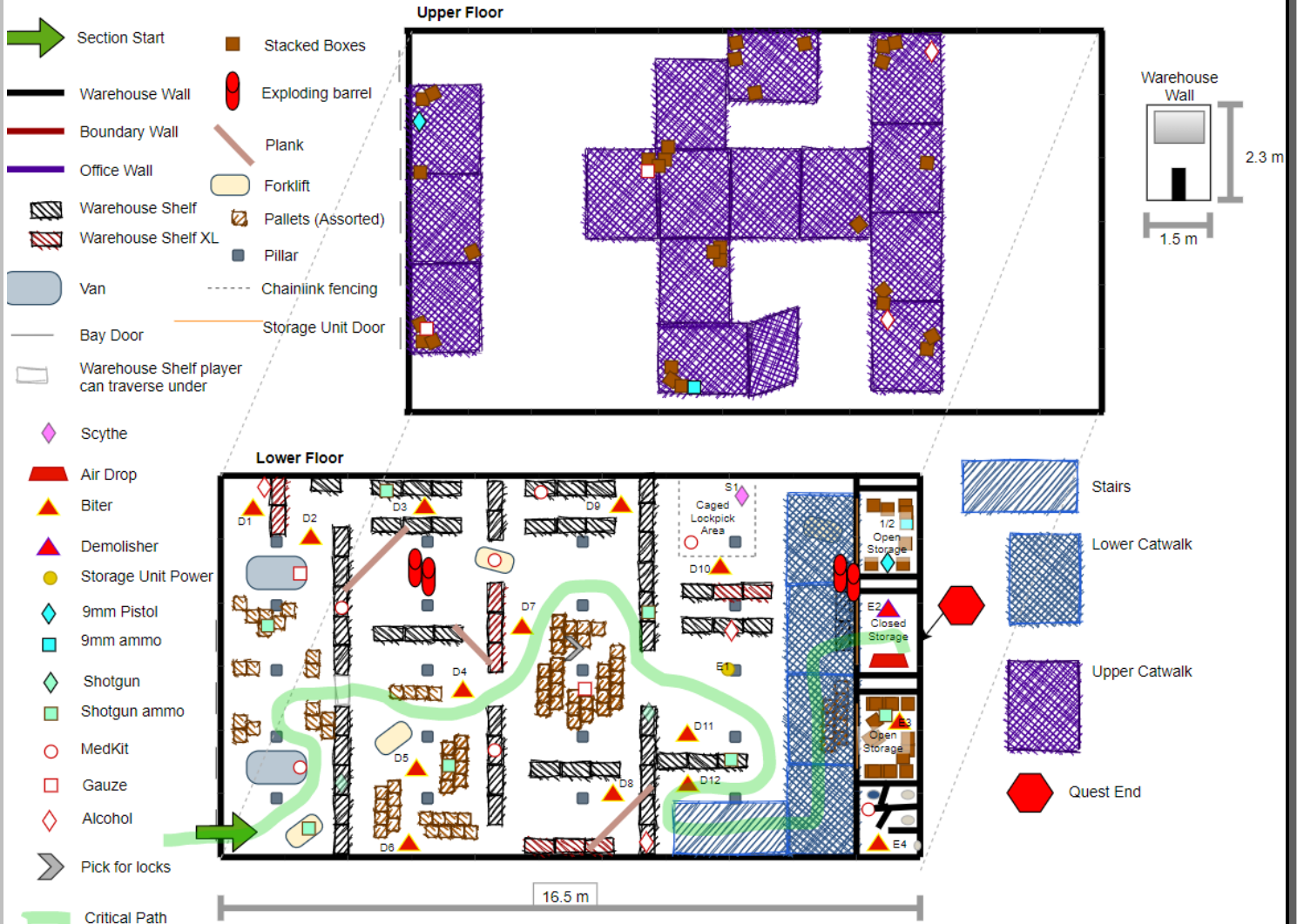


Figure 3: Exterior of Warehouse

Map Label	Event Summary	Event Details	Approx. Difficulty (1-10)	Approx. Time	Wow?
D	Biter Swarm in Warehouse	<ul style="list-style-type: none"> Encounter D allows the player to traverse the warehouse as they see fit, they may climb up into the above catwalks. They could climb onto the top of shelving or in between shelving if inside the larger shelves. Cover exists in the form of shelving, forklifts, vans, pallets, freight, boxes. Cover is mixed large and medium to accommodate all player styles. The player can choose whether they want to continue melee or close encounter fighting with or without the shotgun, or they can use the pistol from above the enemies. 	6	3:30	Yes

		<ul style="list-style-type: none"> Wow moment: There are exploding barrels if the enemies start to swarm. <p>D1-D2</p> <ul style="list-style-type: none"> Player enters the warehouse at the green arrow. Here they can collect a shot gun from the shelves and locate shotgun shells nearby. There are two vans, one with a med kit and the other with gauze to craft a med kit later. Alcohol is nearby. The player is guided towards the center of the warehouse to frame the storage unit at the end of the warehouse for conveyance. <p>D3-D6</p> <ul style="list-style-type: none"> 4 new biters are added to the fight and the player may begin to feel swarmed. The barrels are in this section if needed. The player can climb up onto the shelving and use the provided planks to get round or acquire extra loot from the catwalks. This section provides extra shotgun shells. <p>D7-D9</p> <ul style="list-style-type: none"> 3 biters exist in this third pod. Medical supplies and lock picks can be found in this section; however, the player may be vulnerable briefly while weaving between the pallets to get the supplies. <p>D10-D12</p> <ul style="list-style-type: none"> For conveyance, the power switch to the storage units is attached to a central pillar in front of the unit that will open. There are 3 biters in his area. There is a completely sealed of cage to the left side of the room which houses the side quest item. (S1) This area provides shotguns shells and alcohol for crafting med kits. If the player has not already, they can use the catwalks to obtain additional medical supplies, a pistol, and pistol ammo. 			
E	Demolisher in Storage Unit	<ul style="list-style-type: none"> The player can explore the open storage unit or the half open storage unit at any time, as well as the restroom. These areas contain pistol and shotgun supplies and a med kit, but there are also biters inside of 2 of the 3 spaces. If at any point the player hits the power switch on the pillar (contrasted and lit well for conveyance), the garage door to the center storage unit will open and a demolisher will come out of the unit. This stolen airdrop is inside of this storage unit. 	7	6:30	Yes

Hook(s)/Gameplay Highlights

- Slice and dice zombies with a machete or a scythe
- Watch bodies fly with explosives
- Parkour over shipping containers, shelves, and vehicles

Context

The level takes place in early in the game in the slums. Biters and demolishers, simple weapons, and item retrieval.

Backstory

Word on the street is Rais' goons have been using a nearby warehouse to stash stolen airdrop supplies. Unfortunately for him, the premises has been compromised and is teeming with biters. Now it's up to Crane to clear the area and repossess the stolen airdrop.

Aftermath

After Crane repos the airdrop, Brecken's team can claim the warehouse as their own.

Development Schedule

Milestone	Date
LDD	9/27/22
Whitebox/Blockmesh	10/4/22
Initial Gameplay	10/25/22
Gameplay Complete	11/8/22
Aesthetics	11/22/22
RTM	12/13/22
Portfolio	12/13/22

Aesthetic References

The quest takes place inside of a warehouse and on the outside premises of the warehouse. There is also a small alley way the player starts in.

Warehouse (interior)



4 Rundown warehouse with platform and stairs at the end [1]



5 Stacks of freight and freight on shelves [5]



6 Pallet Piles [6]

Warehouse Grounds (outdoor)



7 Bay Doors [3]



8 "Chemical Storage" level in *Dying Light* [7]



7 Warehouse exterior with busted windows [4]

Alley



8 Closed and narrow corridor with tall walls [8]



9 Fencing around the grassy area [9]

Storage Units



10 Partially open storage unit with boxes and darkness behind them [2]

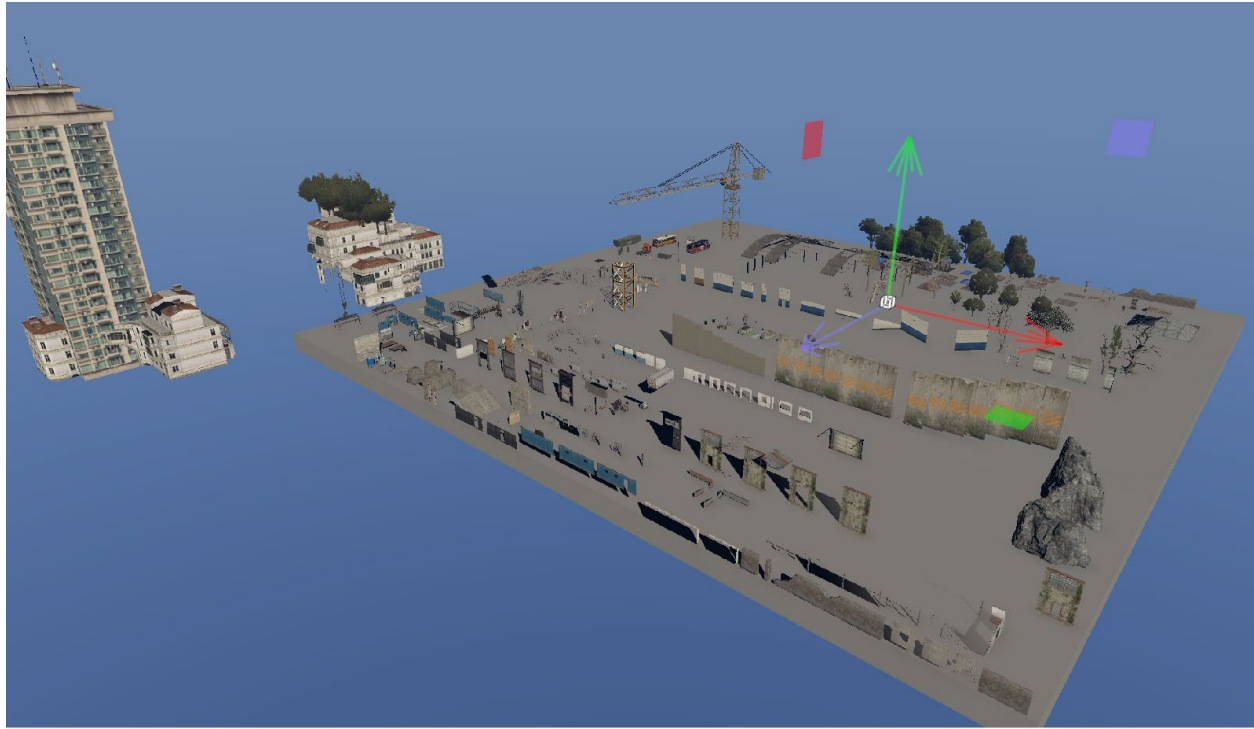
Risks

Map Label	Description/Mitigation	Type	Priority
C	Car Alarm requires scripting		4
E	Power switch requires scripting		3
A-E	Objectives require scripting		2
D/E	Piecing together the warehouse might be challenging		1

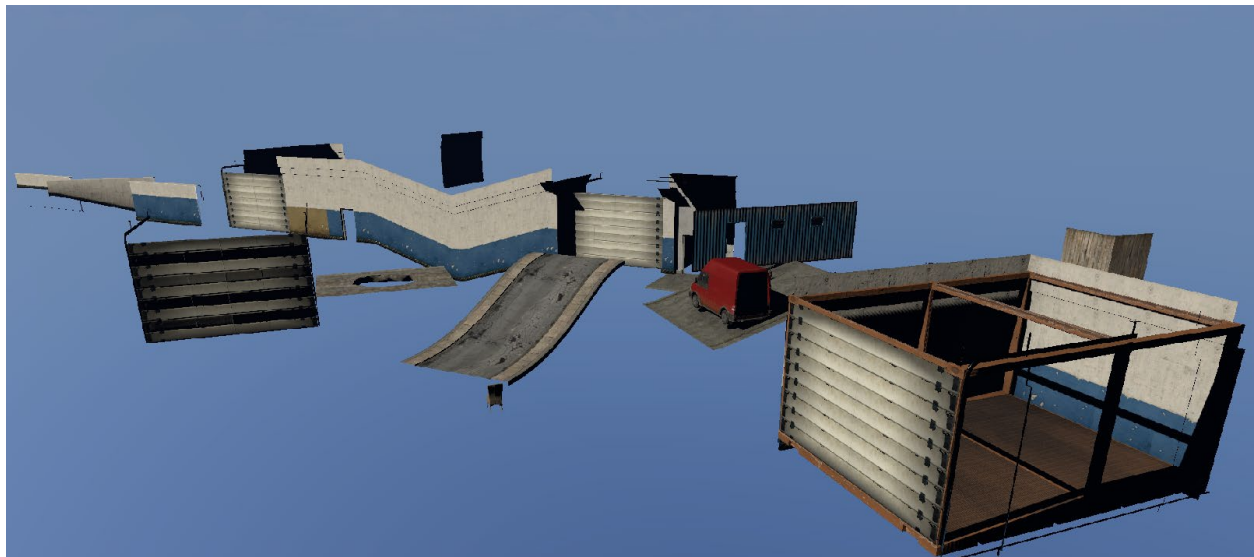
Key Asset Needs

Description	Type	Priority
Warehouse pieces	Meshes	1
Freight Assets	Meshes	7
Foliage Props & Set Dressing for exterior	Meshes	15
Shelving	Meshes/Resizing	4
Storage Unit	Meshes/Scripting	12
Vehicles	Meshes	6
Shipping Containers	Meshes	5
Barrier Walls	Meshes/Blocking Volumes	3
Catwalks	Meshes	2
Weapons	Meshes	8
Medical Supplies	Meshes	9
Ammo	Meshes	10
Enemies	Scripting/Attribute Adjustments	11
Set Dressing Props for Warehouse	Meshes	16
Power Switch Mechanics	Scripting	13
Car Alarm Mechanics	Scripting	14

I have been collecting assets for a while and I have everything I need already ready to go:



11 Zoo 1 [10]



12 Zoo 2 [10]

References

- [Cover Image] <https://cdn.staticneo.com/ew/0/04/On The Hooks - Progression Pic 6.jpg>
- [1] <https://i.pinimg.com/originals/0b/92/15/0b9215590cc0af717780a69bf9e5332f.jpg>
- [2] <https://cdn.gobankingrates.com/wp-content/uploads/2019/09/self-storage-unit-iStock-157676175.jpg?w=1280&quality=75>
- [3] https://as2.ftcdn.net/v2/jpg/01/19/49/57/1000_F_119495768_9T1KxC6zqubEMH5U9f2Z2KfVY4ZEvKeu.jpg
- [4] <https://images.fineartamerica.com/images-medium-large/old-warehouse-off-the-beaten-path-photography--andrew-alexander.jpg>
- [5] <https://www.ask-ehs.com/blog/wp-content/uploads/2020/07/Delivering-safety-in-busy-warehouses.jpg>
- [6] <https://plainpallets.com.au/assets/Uploads/pallets-inside.jpg>
- [7] https://static.wikia.nocookie.net/dyinglight/images/e/eb/Chemical_Storage.png/revision/latest?cb=20180606122934
- [8] <https://i.ytimg.com/vi/pCLiDDtB80A/maxresdefault.jpg>
- [9] <https://www.indivstock.com/static41/preview1/stock-photo-fence-with-barbed-wire-fencing-around-the-territory-in-the-distance-a-leaving-fence-concrete-wall-with-wire-at-the-top-614653.jpg>
- [10] Photos I, Jacob Wheeler, took of the *Dying Light Developer Tools* editor